

1. Record Nr.	UNINA9910458743503321
Titolo	The media in Europe's small nations // edited by Huw David Jones ; contributors, Steve Blandford [and eleven others]
Pubbl/distr/stampa	Newcastle upon Tyne, [England] : , : Cambridge Scholars Publishing, , 2014 ©2014
ISBN	1-4438-6279-7
Descrizione fisica	1 online resource (195 p.)
Disciplina	302.23094
Soggetti	Mass media - Europe States, Small Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references at the end of each chapters.

2. Record Nr.	UNINA9910153119103321
Autore	Hearn Donald
Titolo	Computer graphics with Open GL / / Hearn, Baker, Carithers
Pubbl/distr/stampa	Harlow, England : , : Pearson, , [2014] ©2014
ISBN	9781292037196 (ebook) 1-292-03719-9
Edizione	[Fourth, pearson new international edition.]
Descrizione fisica	1 online resource (iv, 812 pages) : illustrations
Disciplina	006.6869
Soggetti	Computer graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover -- Table of Contents -- 1. Computer Graphics Hardware -- Computer Graphics Hardware Color Plates -- 2. Computer Graphics Software -- 3. Graphics Output Primitives -- 4. Attributes of Graphics Primitives -- 5. Implementation Algorithms for Graphics Primitives and Attributes -- 6. Two-Dimensional Geometric Transformations -- 7. Two-Dimensional Viewing -- 8. Three-Dimensional Geometric Transformations -- 9. Three-Dimensional Viewing -- Three-Dimensional Viewing Color Plate -- 10. Hierarchical Modeling -- 11. Computer Animation -- 12. Three-Dimensional Object Representations -- Three-Dimensional Object Representations Color Plate -- 13. Spline Representations -- 14. Visible-Surface Detection Methods -- 15. Illumination Models and Surface-Rendering Methods -- Illumination Models and Surface-Rendering Methods Color Plates -- 16. Texturing and Surface-Detail Methods -- Texturing and Surface-Detail Methods Color Plates -- 17. Color Models and Color Applications -- Color Models and Color Applications Color Plate -- 18. Interactive Input Methods and Graphical User Interfaces -- Interactive Input Methods and Graphical User Interfaces Color Plates -- 19. Global Illumination -- Global Illumination Color Plates -- 20. Programmable Shaders -- Programmable Shaders Color Plates -- 21. Algorithmic Modeling -- Algorithmic Modeling Color Plates -- 22. Visualization of Data Sets -- Visualization of Data Sets Color Plates -- Appendix: Mathematics for

Sommario/riassunto

Assuming no background in computer graphics, this junior- to graduate-level textbook presents basic principles for the design, use, and understanding of computer graphics systems and applications. The authors, authorities in their field, offer an integrated approach to two-dimensional and three-dimensional graphics topics. A comprehensive explanation of the popular OpenGL programming package, along with C++ programming examples illustrates applications of the various functions in the OpenGL basic library and the related GLU and GLUT packages.--publisher.
